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Subject: Re: War factory die zones

Posted by [IronWarrior](#) on Sun, 07 Oct 2007 05:21:10 GMT

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Yrr wrote on Sat, 06 October 2007 19:03The vehicle construction zone is server-side. Afaik, Renegade copies the position and size from the construction zone to the vehicle factory when initializing it, so modifying the zone after the factory was initialized will not change anything.

For Resurrection, I'm thinking about removing construction zones at all. Only objects, which collide with the constructed vehicle should be killed. So you can even stay inside the war factory construction zone without getting killed, if the vehicle doesn't collide with you.

As it is server side, then it can be easy fixed.

Edit the maps in the server, load them them, fixed.

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